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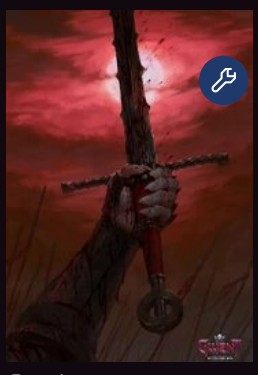
in: Handouts

Emrach

Emrach is a sentient sword. It can communicate with anyone who's wielding it telepathically.

It will bargain and promise but will not tolerate mockery or jest at its expense. If the wielder attempts to discard it in battle for another weapon, it may attempt to force its will to override that of its user.

Emrach is cold, vicious, and seeks violence at any opportunity. It wishes to be used by merciless creatures who will feed it when ordered to.



Emrach.

History

Emrach was crafted by Oriphal using the soul fragments of Kristoph. It was a tool of revenge, only to be used in the worst case scenario.

Oriphal eventually told the Party where Emrach is hidden and how to access it, and Elijah started to wield it. However, after the fight with Gavral, it became clear that Emrach has a strong will and it thirsts for vampire blood, as it attempted to order Elijah to kill Mikhail. After this, Mazín hid the sword in one of the fireplaces of the Residence. Eventually, it was returned to Elijah.

Game mechanics

- +1 WA/ Rel. 20/ DMG 7d6/ Hands 2/ EN 3/ Weight 3
- **Armor piercing.**
- **Dark Aura**: When you wield Emrach unsheathed, you have a +3 bonus on Intimidation checks.
- **Devour the Weak**. Whenever Emrach damages a living creature, that creature must roll an Endurance check against a DC:16. On a failed check, Emrach drains two points from the creature's HP score and transfers it to the wielder until the end of combat. Creatures brought to 0 HP by this feature are slain immediately (no death save).
- **Destroyer of Vampires**. If Emrach hits a creature that has regenerative abilities, those abilities are reduced to 0 for the next 1d6 turns.
- **Gluttonous Evolution.** If Emrach devours 20 HP from targets, the blade shifts form into a larger, jagged blade that seeps shadow. Until the end of combat, all attacks with this sword deal an additional 2d6 elemental damage. After resting, the attuned creature must make an Endurance check (DC 16) or have the now-hungry weapon, energy spent, devour the wielder's soul, killing them instantly.
- **Strong Will**. The wielder may need to succeed on a DC:18 Resist Magic check, or be unable to drop Emrach.

Player notes

Players may enter their notes here.

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